

The background of the cover is a vibrant, cartoonish illustration of a jungle environment. In the foreground, a Paladins character, a Balg, is shown in a dynamic pose, holding a large, futuristic rifle. The character has a bald head with a red triangular tattoo on the forehead, a goatee, and is wearing ornate brown and silver armor. The rifle is blue and silver with a wooden stock and a long, curved magazine. The character is standing on a stone ledge, with lush green foliage and a large stone pyramid in the background. The overall style is colorful and detailed, typical of the Paladins game's art direction.

P2CM

PALADINS COMMUNITY
MAGAZINE

#1

INSIDE: Against the Grain, Paladins 101 and Kami 0889!

ATLADINS BETA



**WE WANT YOU
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STUDIOS

FROM THE EDITORIAL STAFF

Hello everyone and welcome to the very first edition of the Paladins Community Magazine! We are a completely community driven project made and maintained by people who love and enjoy the game, just like you!

Inside these glorious pages you will find all sorts of things that are related to Paladins: guides, builds, eSports, fiction or just silly pieces just for fun! Hell, we might even include champion concepts one of these days.

We start off the first edition of the PCM with a bit of advice for the new players out there with Paladins 101! We also take a look at how to most effectively use the Aggressive and Defensive burn cards in the Counterbuilding Item Guide.

The highlight has to be the interview with Eager's own Kami0889! As everyone who's seen his stream knows, Kami loves to talk so prepare yourself for a long wall of text!

We hope you enjoy the magazine as much as we enjoyed making it. If you're interested in contributing as well, flip over to the back of the magazine where you will find a link to an application form.

So sit back, relax and enjoy the very first edition of the Paladins Community Magazine!

Steve Greenfield
Managing Director

Jorg van der Velden
Editor



EDITORIAL

Editor-in-Chief: Steve Greenfield

Editor: Jorg 'GreyAethelwulf' van der Velden

CONTENT CREATORS

Staff writer: Alexander 'Snoof' Zubkov

Staff writer: Chelaka 'w0lfx' Ilapperuma

Staff writer: Jacob 'WordsWinWars' Russell

Staff writer: Jorg 'GreyAethelwulf' van der Velden

Staff writer: Owen 'LlamaLauncher' Waller

Photography: Jorg 'GreyAethelwulf' van der Velden

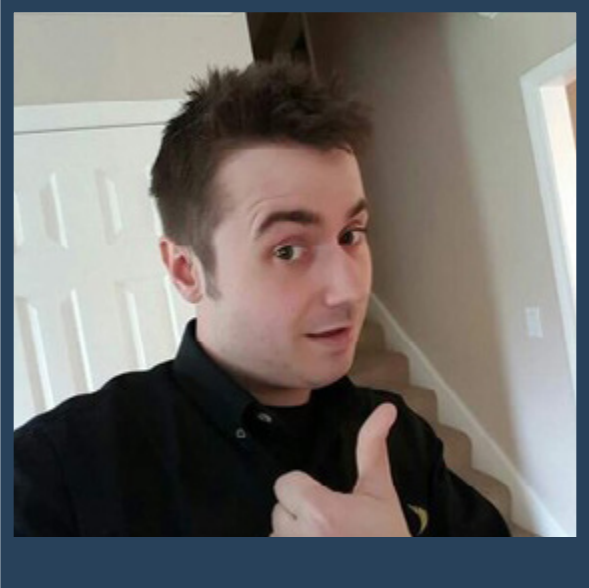
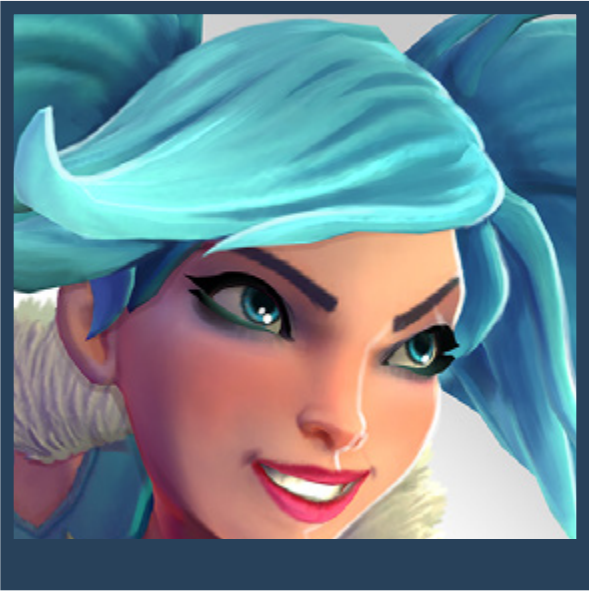
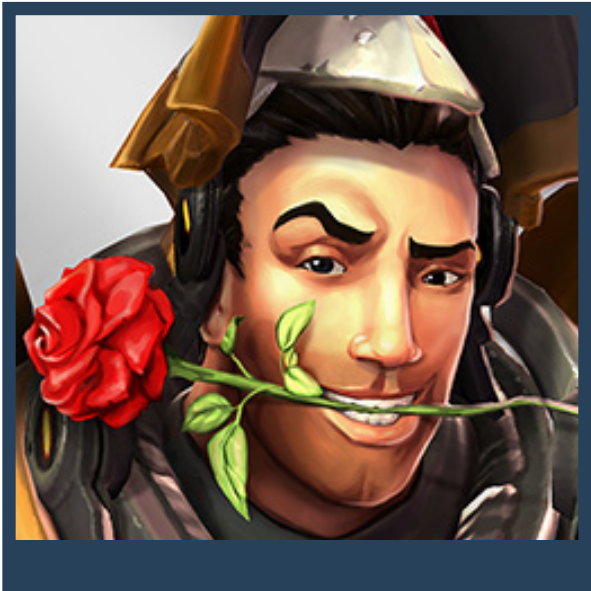
DESIGN

Lead: Jorg 'GreyAethelwulf' van der Velden



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A large, detailed illustration of a Paladins character, a heavily armored knight, standing in a dynamic pose. The character is wearing dark, intricately designed armor with glowing blue hexagonal lights on the chest and helmet. The background is a dark, stormy sky with swirling clouds and rain. The word "PALADINS" is prominently displayed in the center, rendered in a bold, metallic, 3D font with a blue and silver color scheme.

PALADINS

CONSOLE BETA SIGNUP





PALADINS 101

TAKING YOUR FIRST STEPS, ONE LEAP AT A TIME

//////////////////////////////////// By Alexander Zubkov //////////////////////////////////

In a world of flying witches, minigun-wielding robots, scientifically enhanced chihuahuas, and paranoid trees, things can be rather confusing at times. Although the game may be a bit tedious to learn at first, it is well worth it! This guide is designed to cover all the basic aspects of Paladins and help you understand the game and its mechanics. Don't worry subjects, after a few good lashes you will all see it my way.

What are you?

Paladins is an online first person hero shooter where 2 teams of 5 players fight to take control of the payload and escort it to the enemy base within a set time limit. The game also has a second game mode called Payload in which the teams race against the clock to escort the payload to the enemy base as fast as possible, with the winner being the team that did it faster or further if neither makes it to the end within the allotted time. While that sounds rather simple and not very innovative, there are lots of things that separate Paladins from the rest of the games that follow a

similar directive. Over the next few pages we will take a look at the game's core features like the card system, class roles, burn cards, and player abilities.

Like Blackjack, but with guns

One of Paladins' main, and my favorite, features is the card system. Players have the option of creating multiple loadouts to fit how they want to play each champion, with each loadout consisting of 5 different cards of different tiers. How does that work? See, each loadout will fit a total of 12 tiers worth of cards, and any card within the loadout



can be as low as tier 1 or as high as tier 4 to the total requirement of 12. This cannot be circumvented in any way, as each loadout must have 5 cards and 12 tier points in total, no more and no less. You have seven possible points to allocate to certain cards in your loadout, with each point increasing the strength of the effect you receive from it. And that is only the beginning of the possible card customization.

At level 1 you start with a basic selection of cards for every character you own. The developers made a suggested loadout for each hero if you're unfamiliar with their abilities and are not sure what cards to select at first. This loadout remains available to you even if you do make one yourself and cannot be altered or deleted. As you play the game, you will earn gold that will allow you to purchase more cards to play with, further changing each character to suit you in many different ways. But customization isn't only found in the main menu, it's also in the matches themselves.

During the matches, you will earn credits for your efforts in battle, which are granted for just about anything you do in the game that contributes to your team's progress. These things include dealing damage, healing, contesting the capture point, contesting the payload, pushing the payload, killing enemy players, assisting with kills, shielding allies from harm, and withstanding large amounts of damage without dying. These credits are in turn spent on purchasing items

known as Burn Cards. While inside the spawn area, and only inside the spawn area, you can purchase up to 4 different cards to further strengthen your character. There are 4 different types of cards, each color coded to represent the category of the card, and each one having up to 3 upgrade tiers. These are Blue for defensive cards, Yellow for utility cards, Green for healing cards, and Red for offensive cards.

They also cost different amounts of credits, and each subsequent tier is more expensive based on a base price multiplied by the tier. For example the utility card Nimble, which grants 10% additional movement speed per tier, costs 300/600/900 credits per tier while the offensive burn card Aggression, which grants 5% additional



damage per tier, costs 400/800/1200 credits. Bare in mind that you can only have 1 card from each category and once purchased they cannot be sold or swapped for another card, so don't choose poorly or rashly. Remember to spend your credits wisely depending on your champion. Buying an offensive card on a flanker could be more important than to upgrade than your defense card, but it could just as easily be the other way around. For more tips on how to build with burn cards effectively, see the Counterbuilding guide later on in this issue.

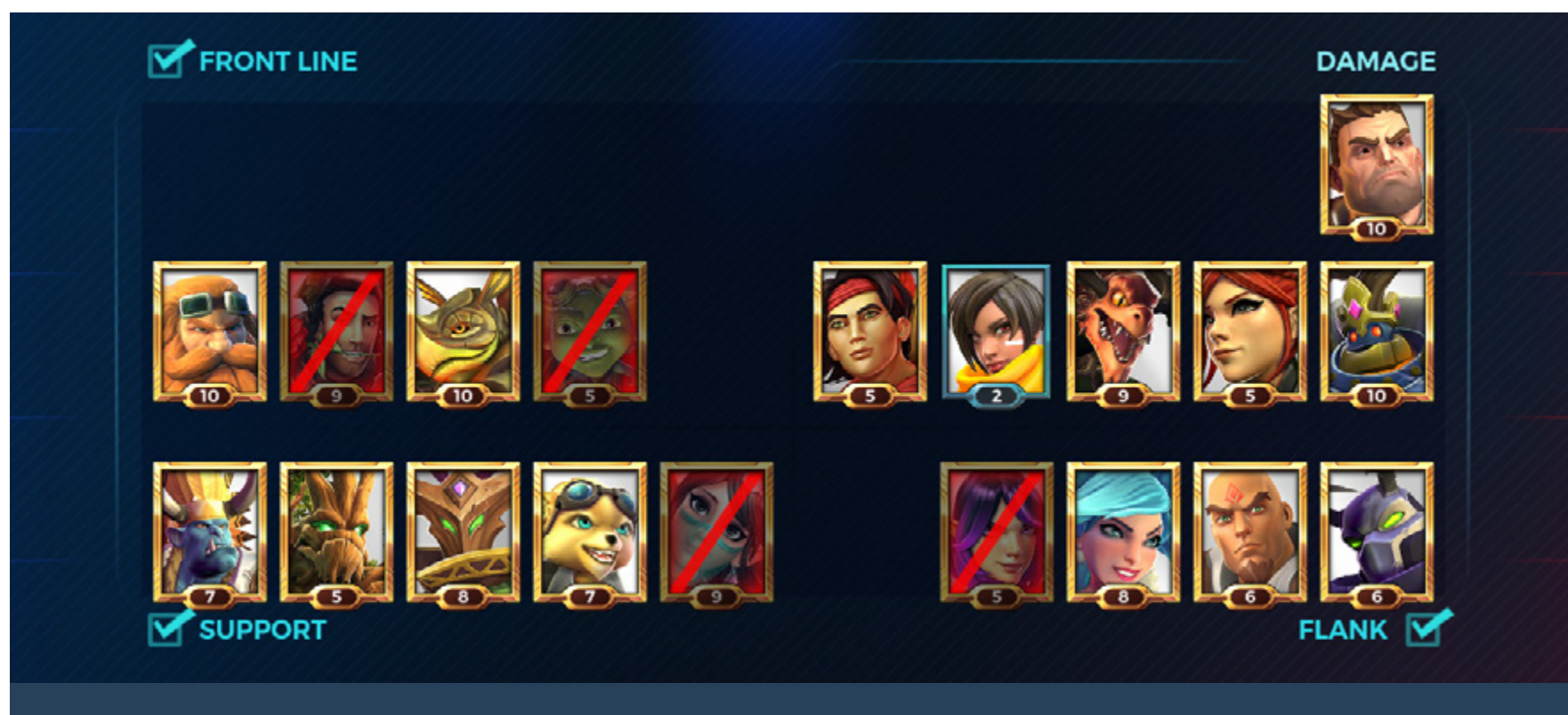
This need to carefully consider your purchases is mostly due to the fact that the match will be over before you have managed to earn sufficient credits for all the upgrades, as some matches will be over before you even get to buy a second card, and some can last long enough to upgrade all 4 cards to tier 3 (though this happens very rarely). A match can sometimes be as short as 5 minutes and as long as an hour or even more, though the average time hovers around 15-20 minutes.

Now that we've covered the essentials that will help you not feel like a confused child on his first day of school, it is time to meet the crew and see what they can do.

We are the chaaaampions!

Paladins' character selection is broken up into 4 different categories, with each one designed to fulfill a certain role on the team. The categories are Frontline, Damage, Flank, and Support. Although it might be better to have a diverse and balanced team composition, Hi-Rez lets you do whatever you want! In this section of the guide, I will go into detail explaining the purpose and function of every category so that you can get a general understanding of what is expected of you should you choose that particular role.

First and foremost is the Frontline. These tanky, often sluggish and slow, characters are designed mainly to contest the capture point and interact with the payload. They generally have high HP, usually about twice as much as





anyone else, and the tools at their disposal are usually defensive. All this comes at a cost of low or extremely situational damage output. But just because you have high HP and a shield it doesn't mean that all you can do is sit at the capture point, am I right? Looks at Fernando. In fact, some frontline characters can singlehandedly prevent the enemy team's advances with some clever positioning and wit.

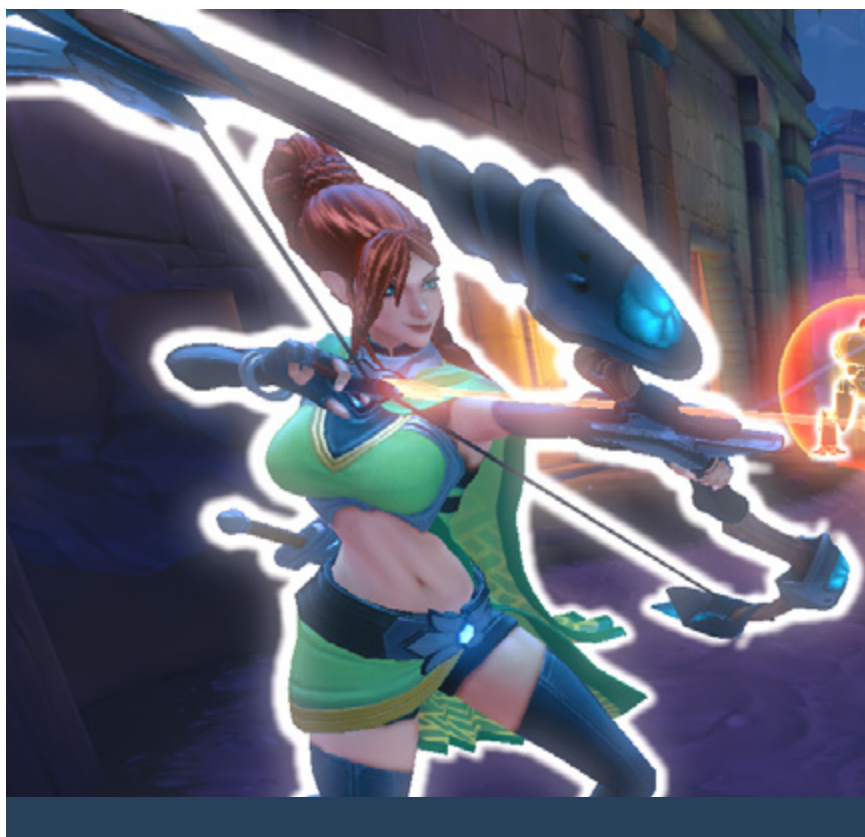
A sneaky Ruckus can hose down narrow passages with a hailstorm of bullets which will make that particular route ineffective and force the enemy to rethink their strategy. All this depends on what map it is, characters present in the match, and how your team is handling the situation. As a frontline character, you must be ready for just about anything and not get scared to get shot up by every single enemy at once. If they're shooting you, they are not shooting your more dangerous friends who, at least you'll hope so, are making short work of the enemy and allowing your support to mend your wounds.

Speaking of dangerous friends, say hello to Flankers. And just as the name implies their job is to flank the enemy and spread chaos among them. These character have powerful weapons which will make short work of any character, even frontlines, if given the opportunity. It is important to note that a champion having a powerful weapon means that damage will be hard to come by on their abilities. Most of them are designed to assist you in surviving a potential battle either by

direct mitigation or by providing you with quick "in and out" solutions. An example of this is Evie's Soar, which causes her to fly her broom for a few seconds, that can be used to get into the fray as well to get out of it.

Another good example is Skye, who can turn invisible and can be extremely lethal up close. While she can dispatch most characters in a 1v1 battle, aka a duel, she is limited by her abilities. Even though she is invisible, she cannot teleport, fly, dash, or shield herself in any way, making it hard for Skye to stay alive in longer engagements. Fortunately, her loadout can make her extremely mobile and/or allow her to remain in stealth for long periods of time. Flank characters often work very well in combination with champions who can stand on the point and distract enemies while flankers pick them off from behind. Next up is the Damage dealers. Their job, as you could imagine, is to deal damage! Think of yourself as a mercenary who gets paid for every bullet that hits the enemy. The catch is that they have smaller HP pools, similar to that of flankers. Your abilities are also designed to put pressure on the enemy rather than help you escape or catch up with the escaping enemy, much different than that of the flankers.

As you often hear in sports, offense is the best defense. Paladins is no exception. You will frequently experience matches where certain offensive characters will do all the defensive work by keeping the enemy occupied before they can even reach the objective, thus allowing Frontline and Support



roles to easily capture the objective or easily escort the payload. As a damage dealer, it will be up to you to capitalize on it by either strengthening your advance or by killing the most dangerous foes that are keeping your team busy.

But not every character in this role will do a lot of damage, as some characters are good at dispatching the enemy without even dealing damage whatsoever by using their controlling abilities. For example: Cassie can shoot an arrow that causes the target to be thrown back away from her that, if placed correctly, can knock the enemy out of bounds, causing them to fall to their death. Another good, and most likely the best, example is Bomb King, who can use his Poppy Bomb to knock enemies out of bounds with out dealing any damage to them.

Introducing the last category, the Supports. These guys are the reason you did not die that one fight where you survived with 1 HP left, the reason why your tank with 5000 HP

can withstand 50000 damage worth of HP in a single life, and are the first ones to sacrifice themselves so you can live. At one point or another, it will be up to you to return the favor by playing the most complicated role that Paladins has to offer. But don't be afraid, just because this role is not your typical point and click doesn't make it boring. In fact, some of the most fun characters to play are in this role, such as Grover, a tree ent that throws axes. It might seem strange to have a tree who is avenging his fallen tree brethren be a support, but I can assure you he is a healer.

Healing is your bread and butter of this role, because no matter what happens on the battlefield, someone's going to get shot and they're going to need healing. A good tip for those looking to dive into Support role is stick with your team. As a support, you are the most vulnerable of all the champions and rely heavily on your abilities to keep your teammates alive without worrying too much about your own well being. Exceptional support players, on the other hand, can be absolute nightmares to fight in a duel as their healing capabilities allow them to endure far longer than you might expect. However, this requires both high execution and deep game knowledge.

Got the tools right here!

The last section of this guide will help you understand the core combat mechanic that separates Paladins from the rest of the shooters out there. Each character has a weapon which sports a primary attack (left



mouse button) that can be used indefinitely but requires your weapon to be reloaded when the ammunition has been depleted, though there are a few champions out there that have no ammunition and thus no reloads. They also have a secondary attack (right mouse button) that has a short cooldown. Two other abilities are also available for each hero, with most following the same basic parameters. For example, almost every character has at least one ability that is used to aid them defensively, and they usually have long cooldowns, meaning that you must use them wisely or risk an early death. These movement abilities are always bound to the same key (F by default), so there's no chance of you accidentally using it at the wrong time due to muscle memory.

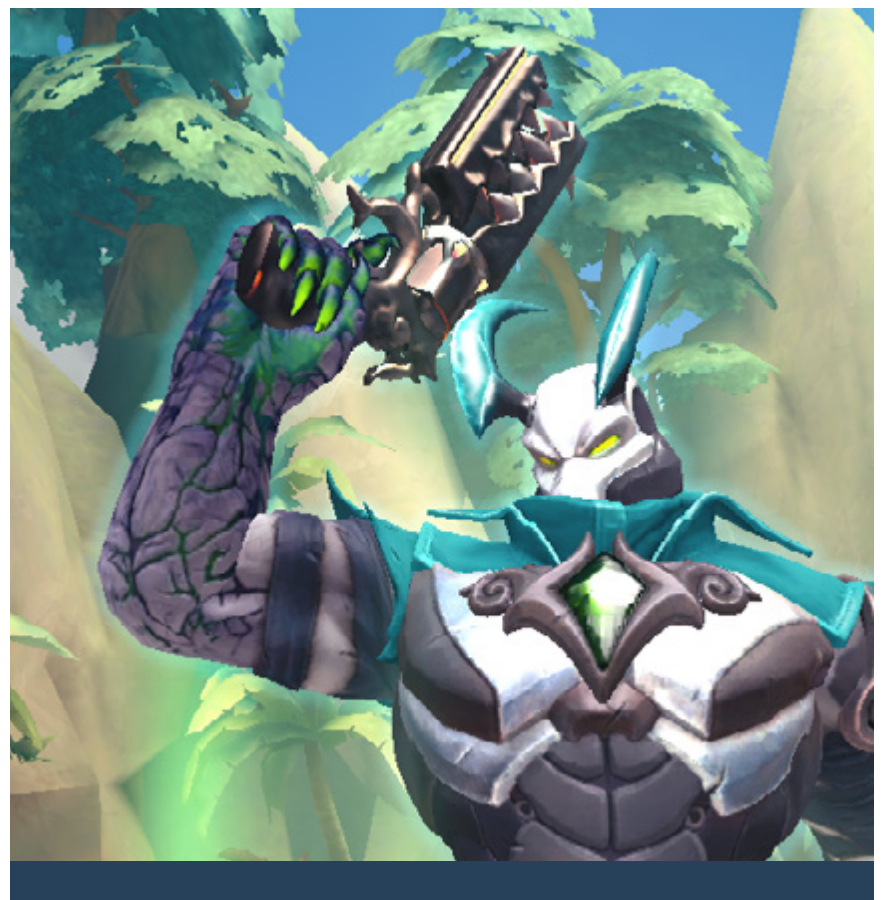
Lastly there is the Ultimate, known simply as Ult by most of the players. It cannot be modified by your loadout and is charged up based on how well you perform. That's right, the Ult does not have a cooldown, instead it needs to be manually charged up by performing your role-appropriate duties such as healing or killing players. The Ultimate gains a small portion of its charge every second you spend outside your spawn area as well but the gain is minimal. The effect of every Ult is different, but all of them are aimed towards the character's role.

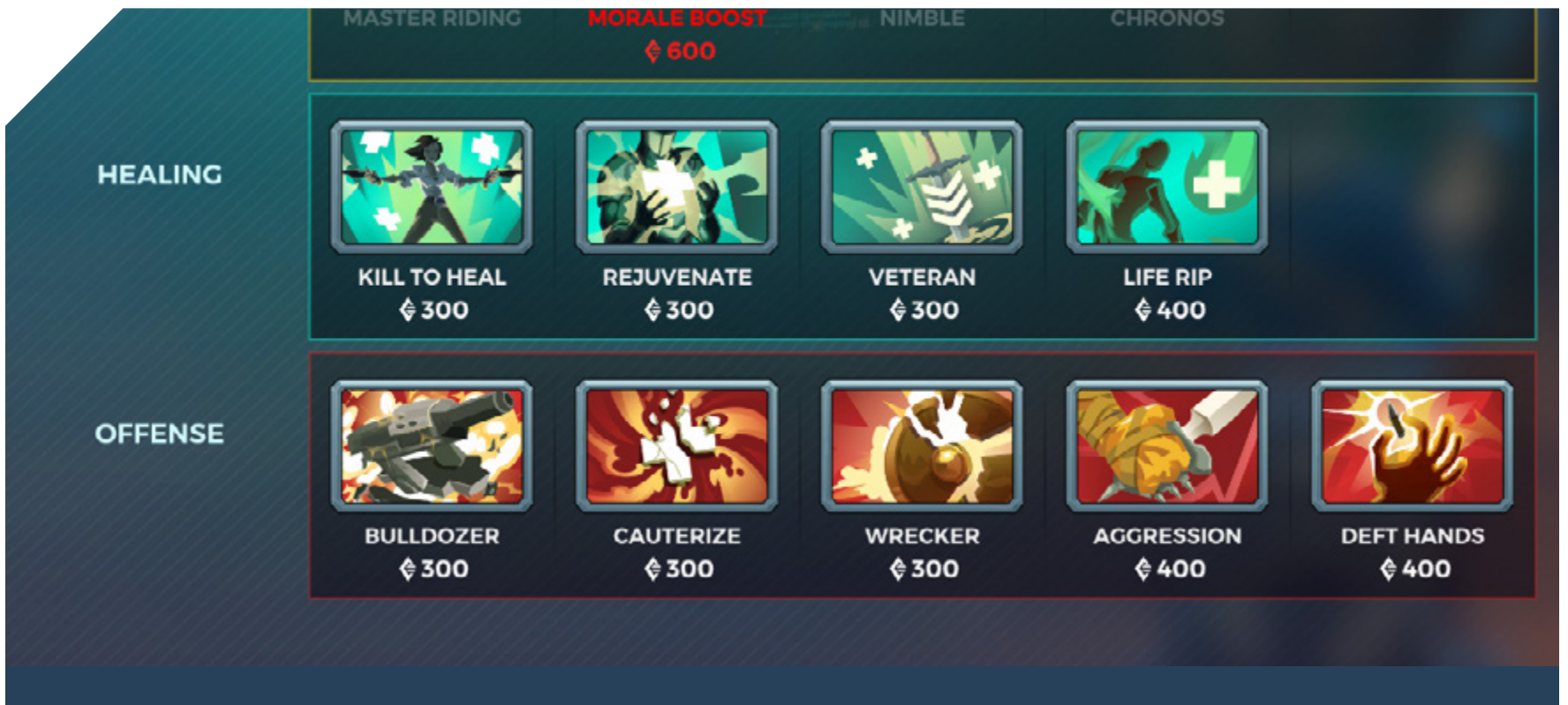
Pip is a support character whose ultimate will transform the enemy into chickens with very low HP, allowing the team to quickly kill everyone. Bomb King, on the other hand,

will roll towards the enemy and explode at will, dealing very high damage and stunning everyone within a large radius. Androxus will overcharge his revolver and turn it into an explosive cannon as he floats in the sky and rains death upon your team. Combining Ultimates is a great way to kill the majority of the enemy team at once. A very powerful combo is Viktor's Artillery Barrage being used on those caught in Evie's Blizzard, with the latter preventing the enemy team from escaping the incredible damage of the former. Combining Ultimates like this feels very satisfying and can often mean the enemy team being out of play for up to 15 seconds, and that is all takes for the tables to turn.

I hope you, the reader, have received sufficient insight into the world of Paladins, but there is so much more for you to discover ingame. If you're a quick learner, I will see you at the top of the leaderboard soon!

By Alexander Zubkov

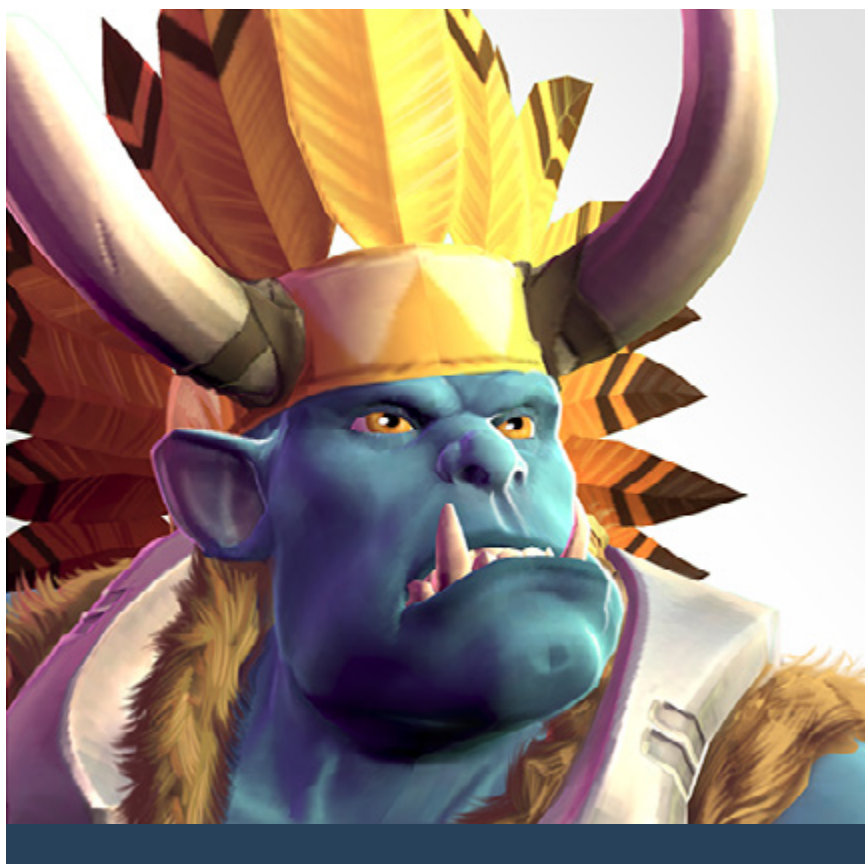




COUNTERBUILDING

By Jacob Russell

Every MOBA (or FPS with MOBA elements such as Paladins) involves an item building system that gives you the tools to counter the enemy team. “Counterbuilding” correctly can end any hope your opponents had about defeating you. Being on the wrong end of



counterbuilding is when you see your game plan fall apart. Out of the four types of items in Paladins, Attack and Defense are the types used to counter your opponents. Since the whole game can be whittled down to either attacking or defending, you can see how important counterbuilding is. I'm going to go over what every item does and tell you when you should purchase each one. The big thing to note is that going the same item build every single game WON'T help you. You have to be knowledgeable and know how to adapt to all possible champion combinations your enemies could throw at you. To start out this counterbuilding crash-course, we're going to take a look at the offensive and defensive items.

Aggression is meant to be an item that counters any opponents who pick up Haven



OFFENSIVE BURN CARDS				
ICON	NAME	EFFECT	COUNTERS	COST
	Bulldozer	Weapon shots deal more damage to deployables. (50/100/150%)	Barik, Grohk, Ying	300/600/900 credits (1800 total)
	Cauterize	Weapon shots reduce the effect of healing on your target for 2s. (30/60/90%)	Grohk, Grover, Mal'Damba, Pip, Ying, Buck	300/600/900 credits (1800 total)
	Wrecker	Weapon shots deal more damage to shields. (75/150/225%)	Barik, Fernando, Makoa, Ruckus	300/600/900 credits (1800 total)
	Aggression	Weapon shots deal more damage (5/10/15%)	See explanation below	400/800/1200 credits (2400 total)
	Deft Hands	Reload speed is increased (20/40/60%)	Not a counter but a tool to mitigate long/awkward reload animations	400/800/1200 credits (2400 total)

or Blast Shield. The main issue with this concept is that the numbers of those two defense items are a lot higher than that of Aggression. It also doesn't help that Aggression is more expensive than the items it is supposed to counter. Better item choices are almost always available to you over Aggression, as the enemy team will almost always have a tank or healer. Because the item is such a hotly debated topic we have a more in-depth breakdown of this later on in the magazine.

Deft Hands can be great if you find yourself missing a majority of your shots and need to reload faster to get your second chance. Be careful when buying Deft Hands though, as Grover and Sha Lin both don't have ammo and as a result no reload animations. You should also shoot for items that can

counter multiple champs. Wrecker, for example, is an even better item if there are multiple shields on the enemy side, and the same goes for Cauterize and champs with heals. Bulldozer, on the other hand, is often outclassed by these two, but is a solid roundout of your team's counterbuilding if your team members have already covered both Wrecker and Cauterize.

As a final note, make sure to see what your teammates are building so you don't have all your eggs in one basket. Having 4 Cauterizes isn't as effective as having 2 Cauterizes and 2 Wreckers. It also helps to take both your champion, team composition and the match into account. Bomb King for example is a naturally good shield wrecker, and buying Wrecker makes him even more amazing at it. However, if you're the team's only reliable

DEFENSIVE BURN CARDS				
ICON	NAME	EFFECT	COUNTERS	COST
	Illuminate	Increases the range at which you see nearby stealthed characters (50/100/150%)	Skye, Sha Lin	200/400/600 credits (1200 total)
	Resilience	Reduces the duration of Crowd Control effects (30/60/90%)	Bomb King, Evie, Grover, Mal'Damba, Pip	200/400/600 credits (1200 total)
	Blast Shields	Reduces damage taken from area of effect attacks (10/20/30%)	Bomb King, Drogoz, Evie, Fernando, Pip.	300/600/900 credits (1800 total)
	Haven	Reduces damage taken from direct attacks (10/20/30%)	Everyone not mentioned at Blast Shields	300/600/900 credits (1800 total)

ranged damage dealer or you find yourself fighting the healer 1-on-1 often, Cauterize is usually a better option.

It could be hard to choose a defensive item if the enemy composition has a lot of both types of damage. Sometimes, your best bet is to wait to buy your defense item until you know which champions are going to give you the most trouble. You should also be aware of what your card loadout is and what it does, as a different defense item than the obvious one could better complement your loadout. Lastly, realize that you're defending yourself against more than just weapon attacks. For example, Viktor's auto attacks are direct, but his first ability and ultimate are AoE. Checking the loadouts of your opponents to see what ability their loadout prioritizes most gives you the whole picture as to what type of damage you're dealing with.

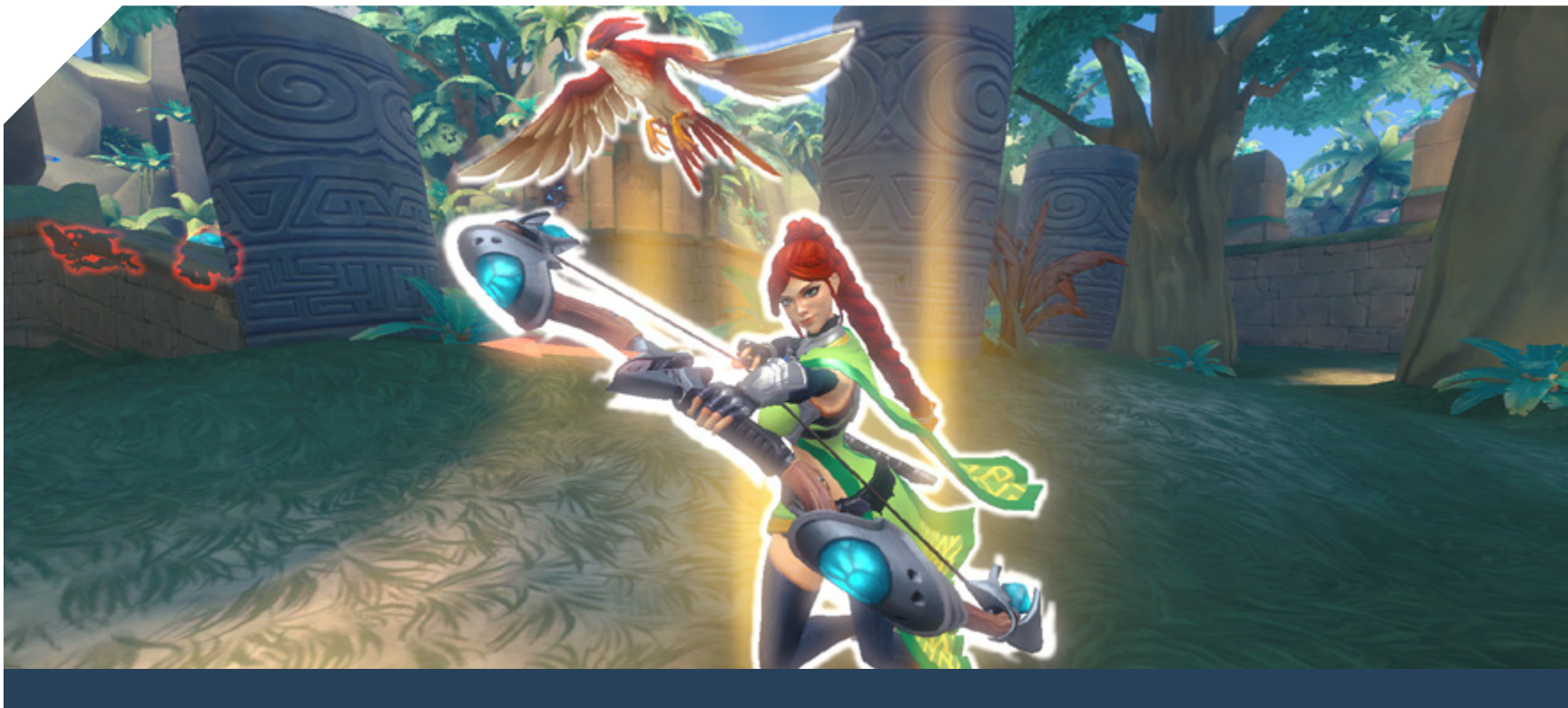
There are cases in which how you build is more important than what champion you

pick. Beyond what is seen on the champion selection screen, there is another game inside of the game. Working on hitting your abilities and aiming weapon shots will do a lot to improve your game, but learning how to counterbuild is an easier way to elevate your game to another level.

By Jacob Russell







AGGRESSION

WHY IT SHOULDN'T BE A THING BUT SADLY IS

//////////////////////////////////// By Jorg van der Velden //////////////////////////////////////

One of the hottest topics in the Paladins community is the item Aggression. There are few ways to piss off a player faster than first buying this card every match (aside from first picking Skye of course). But why is it bad, why do people consistently buy it, and what could be done to fix it? Well, I'm here to break that down for you.



The Card

Before we can answer the questions in the introduction we need to know what Aggression is and what it does for you. As the name of the item suggests, it's an item from the offensive branch of the burn cards

that increases the damage you do by 5% for each tier. It's also one of the 400 credit cards, which makes it quite expensive with Paladins' cumulative costs for burn cards.

DAMAGE!

When looking at Aggression, it might not seem too bad at first glance. In a game that revolves around killing your opponent as quickly as possible getting more damage sounds like a solid idea, right? While this is correct in theory, when you look at the actual math the damage increase does literally nothing for you, and you're wasting a lot of credits for it!

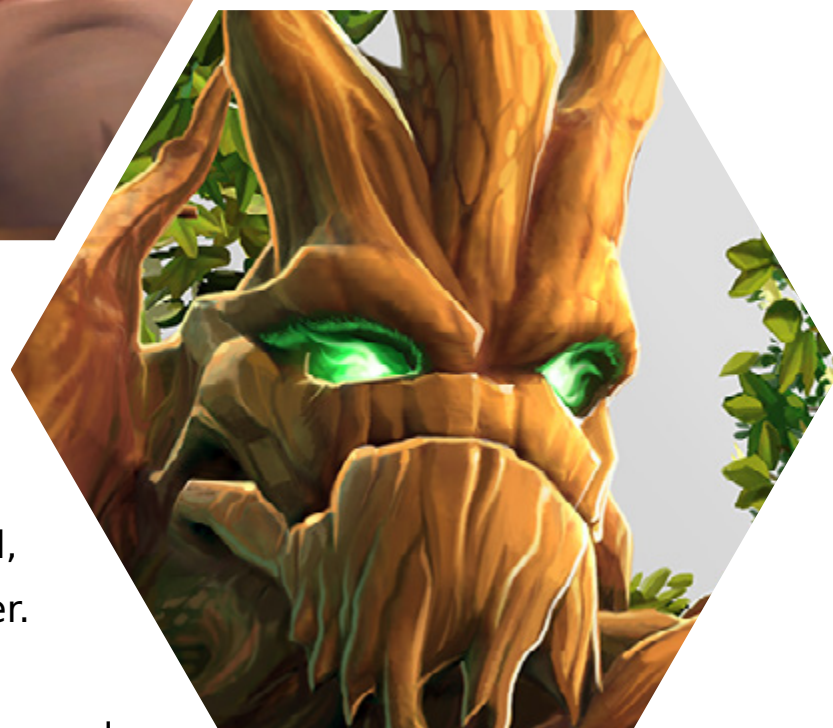


But how can this be when it always increases your damage output? It starts making sense when you start thinking of the Time To Kill (TTK) in shots instead of Damage Per Second (DPS). Let's work off of Sha Lin's attacks as that is the easiest math to follow. A fully drawn shot deals 1000 damage, which means it takes two shots to kill someone like Evie, who has a base health pool of 1800. When you get Aggression I you increase your damage per shot to 1050 and it still takes two shots to kill her. The same goes for Aggression II (1100 damage) and Aggression III (1150 damage).



Some people bring up the counter argument of healing effects from loadouts or Supports. Aggression supposedly helps to burn through those to secure the kill according to these players. But when comparing Aggression to Cauterize, the dedicated anti-heal burn card, just a quick look at the

numbers dispels that thought immediately. Cauterize grants a 30% healing reduction per tier, compared to Aggression's 5% damage increase. This means that you pay a cumulative 100 credits per tier less, for a total of 600 credits less at tier 3, for something that is six times more effective in this scenario. The same thing goes for Wrecker, the dedicated shield burn card, which deals 75% more damage to shields per tier.



The only thing that Aggression has over Cauterize and Wrecker is the fact that it works on both shields and healing at the same time. But even then, Cauterize is six times more effective, and Wrecker a whopping 15 times! And this is ignoring the fact that Aggression is the only item out of these three that does not help the rest of your team.

Never on Sale

If the item is really this bad, why do people still get it? I believe there are two main reasons for this: the word damage and subjective perception.

The first one is extremely simple: people love more damage and when they see an item with that they automatically assume it's good, even if looking at the numbers quickly reveals that it really isn't. This is especially true for new players, making Aggression a newbie trap like no other.

The second one is a little more complex, and flows a little from the newbie trap effect of the burn card. Because Aggression looks attractive on the surface, a lot of new players use it their first couple of matches before switching to other offensive cards. It also happens quite often that an enemy gets away with very, very low health, and when this happens during a match when a new player switched to not using Aggression for the first or second time, they invariably have the thought 'If I had Aggression, I would have gotten that kill'. They often fail to consider the effect of the other offensive burn card in their possession on getting the enemy that low in the first place.

Even if they use DPS based champions like Grohk, Ruckus or Viktor where the TTK is affected by Aggression, the effect is so incredibly minimal and easily outshone by other burn cards that getting the former is a waste of credits. But because they can feel that half a second difference compared to having no offensive burn card, it confirms for them that it is worth the buy.



It is this subjective perception that keeps pushing people to buying Aggression, letting themselves be guided by emotions instead of facts.

Fixing what's broken

The reason Aggression is in its current state is the fact that it was too strong earlier in the game's history and was a must have for every single character to be relevant. Because this limited the options players had, the development team nerfed it into the ground with the current useless burn card as a result.

Before we can discuss a solution, we need to know Aggression's intended purpose. The developers have stated on multiple occasions they want Aggression to be a counter build



increases the damage of Sha Lin's shots to 1050, and Haven I reduces that by 10% to 945 damage. If Aggression reduced Haven's damage reduction by 5%, the resulting damage number would be $1000 - 5\% = 1000 - 50 = 950$. This is extremely minor, but it is a buff nonetheless.

The card's purpose is a little more influential than the buff. Because it only affects the damage reduction built by the opponent, its purpose as a counter item is much more clearly defined. Sure, it completely removes flat increases to damage from the game, but that function is already covered, and more effectively so, by the other offensive burn cards. It also makes the burn card less of a trap because its purpose is clearly defined in the card text.

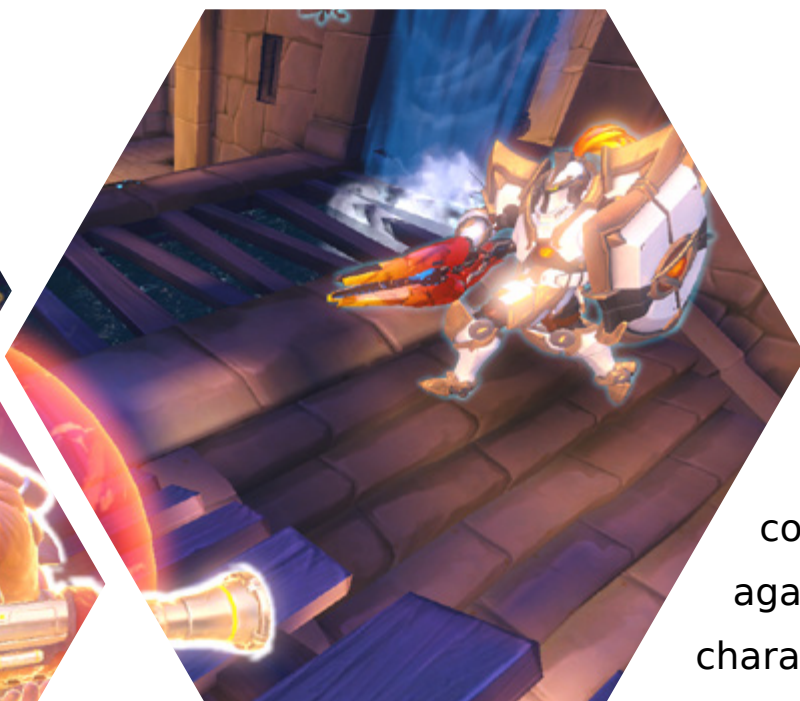
item for defensive burn cards like Blast Shields or Haven, allowing the player that picks up Aggression to fight back against the tankiness provided by those burn cards.

My proposed solution is to rework the way Aggression functions. Instead of just increasing the damage of the shots fired, I'd like to see it decrease the effects of the damage reduction provided by Blast Shields and Haven. This change will have three major effects: it gives the burn card an extremely minor buff, clarifies its purpose and makes balancing the card easier.

Let's start with the most minor of the three effects: the buff. I'll take Sha Lin again, as that's easy to follow math. Aggression I

The long term effect of making balancing the card easier is possibly the most important one. By only targeting the damage reduction built by the opponent, over-buffing the card doesn't break the game completely, just those two defensive burn cards. This gives the development team more breathing space to work with to find the perfect number for Aggression's effect while still keeping the game playable.

A possible drawback of this change could be that it makes programming it a little tougher and more reliant on other factors. Instead of a simple 'x+y' equation it becomes an 'if x then -y, if not x then 0'. And while I am not a programmer, it is common knowledge that increasing complexity also increases



counter
against a
character
choice like

instability.
How much
this increase
in instability
is, and whether this is an actual reason for
why this change couldn't be implemented,
requires an actual programmer to answer as I
am just speculating.

As for the cost, I think it's in a good place
with this adaptation. While the effect is more
limited than the current effect, it is a direct
counter to credits spent on the enemy's side,
making it feel more punishing than a direct

Cauterize versus a Support. And I think a
counter to something that costs 'money'
should always be less effective and more
expensive to avoid the feeling of wasting that
money. Especially when you can't sell your
investment.

So what are your thoughts on Aggression and
this proposed change. Am I making sense or
am I ripe for the insane asylum?

By Jorg van der Velden







EVIE

A STORY OF MELTING ICE

//////////////////////////////////// By Chelaka Ilapperuma //////////////////////////////////

It's cold in the forest, a bit unusual given it's only mid-Autumn. You hear a "swoosh" as frost bites the tip of your right ear. The night definitely just got a lot colder. In the distance you hear something moving rapidly rustling through the fallen leaves amid a childish female voice. How old? Difficult to tell. All of a sudden you see a flash of blue light, the voice scream "FREEEEZE!" and the next thing you know a block of ice just inches away from your face. Seconds later the ice shatters, a bright blue light flashes and it's all gone. In the far distance the voice screams "EEEEVVVIEEE!" and lets out a hysterical laugh.

She was the youngest of three children in a family of well-renowned huntsmen. At a very young age she accidentally discovered her ability to control the element of ice and was strictly advised by her parents not to use her newfound powers as it would raise many questions in the local community and ruin the family's reputation. Evie was a very quiet child and did not get along well with her siblings or the other children in her village, her only friend was her pet bird that each of the children were given to take care of

when they were little. She usually preferred to spend most of her time indoors reading books with a particular interest in dark magic. Growing up the children were taught the skills of archery by their father, but Evie had no interest in it. Her older sister, however, excelled at it and naturally became the family's favorite child.

Feeling so out of place in her family and not being able to follow her only interest Evie decided at the age of 14 to leave home

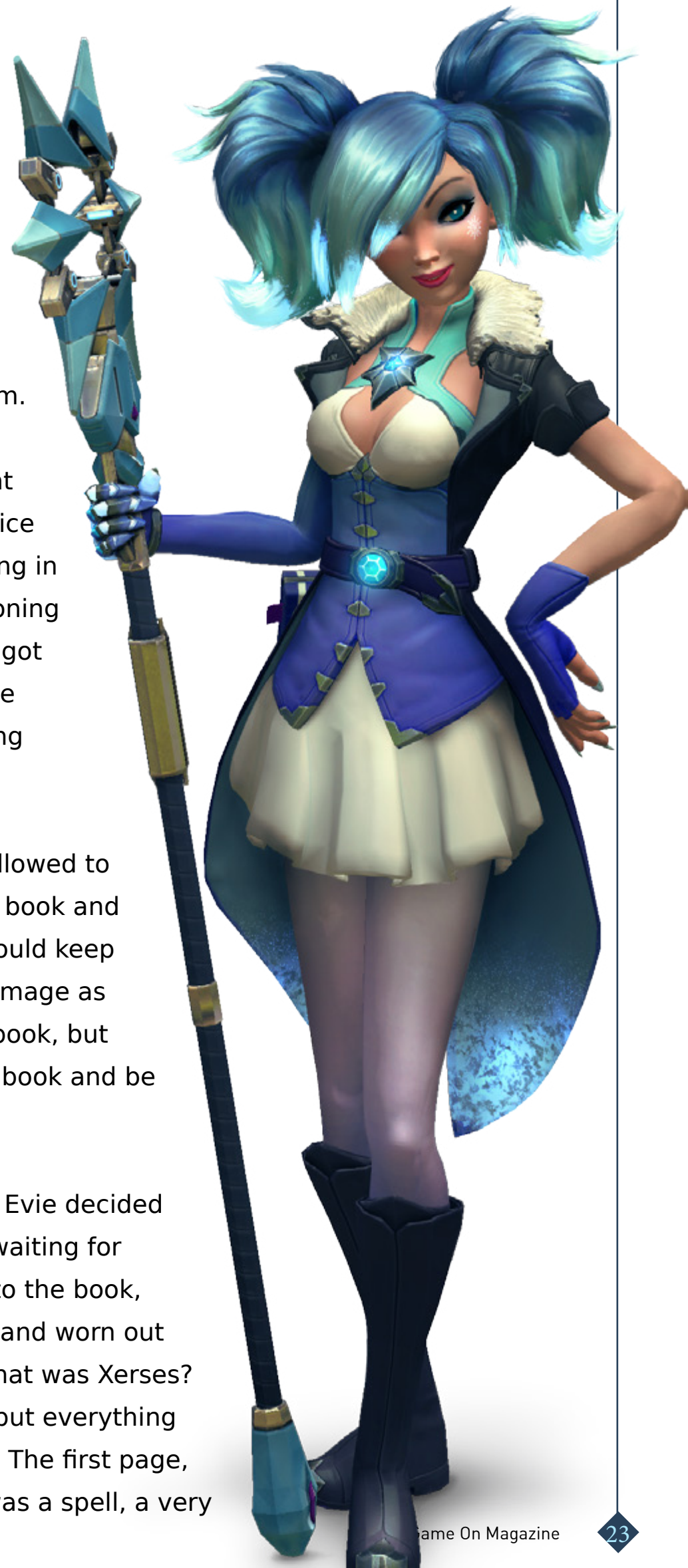


and travel across the land to find somewhere that would help her to master her ability to control ice and to learn the art of dark magic. Taking with her nothing but her crystal necklace, she snuck out of the house one night and headed out towards the forest. It took her weeks to find what she wanted, but one day an old man approached her and offered to teach her what she wanted to learn. Under the condition that in turn she would serve him using the skills she learns. Out of sheer desperation, Evie hastily agreed. The old man took Evie back to his keep in Stonebriar and identified himself as the archmage of the kingdom.

Over the course of a few months, Evie soon learnt the secrets of magic and was able to control her ice powers to their full potential. She learnt everything in the books from voodoo to spell casting to summoning mirror images of herself. Unfortunately, she only got to utilize her witchcraft rarely and only to help the archmage with finding rare ingredients for brewing potions.

There was one book of spells that Evie was not allowed to open. She was not even allowed to approach the book and she was to always regard it as something she should keep away from. Many a time she questioned the archmage as to why she wasn't allowed to find out about the book, but was given the same reply every time: "Open the book and be damned".

Curiosity killed the cat, as they say, and one day Evie decided it was time to read what was in that book. After waiting for the archmage to leave the kingdom, she ran up to the book, took it into her hands and gazed on it. It was old and worn out and the cover read "Xerses' memory". Who or what was Xerses? Evie didn't know. She flipped through the pages but everything was written in a language she didn't understand. The first page, however, had a phrase she was able to read. It was a spell, a very



short one.

Evie read it out in a light tone and as soon as she finished the book closed itself with a loud BANG and fell out of her hands and onto the floor. The art that was etched onto the cover glowed a bright blue and a strong wind blew around the room, almost as if a tornado had started in there. The bright light flew out of the book, swirled across the room a few times and hit Evie in the head. As she fell to her knees, everything calmed down immediately. It was all silent and the room was a mess.

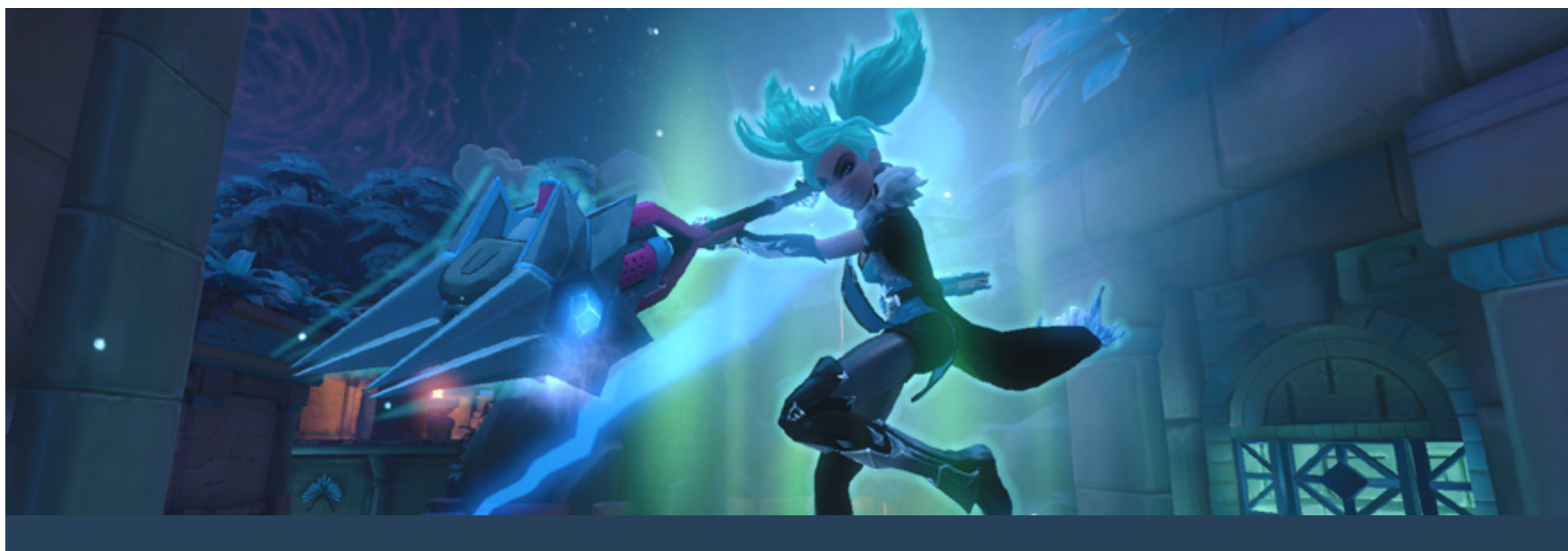
Moments later the door screeched open and the archmage returned. He glanced around the room, confused. As he saw the book on the floor he had immediately knew what had happened. His heart filled with rage and proceeded to banish Evie from the kingdom, binding her to a spell that prevented her from ever entering Stonebriar again.

Evie knew something was different about her. She felt different, her emotions were different and she felt uncontrollably happy but she didn't know how to explain what it was. Her calm and quiet personality had shifted to being exceptionally outgoing and she felt

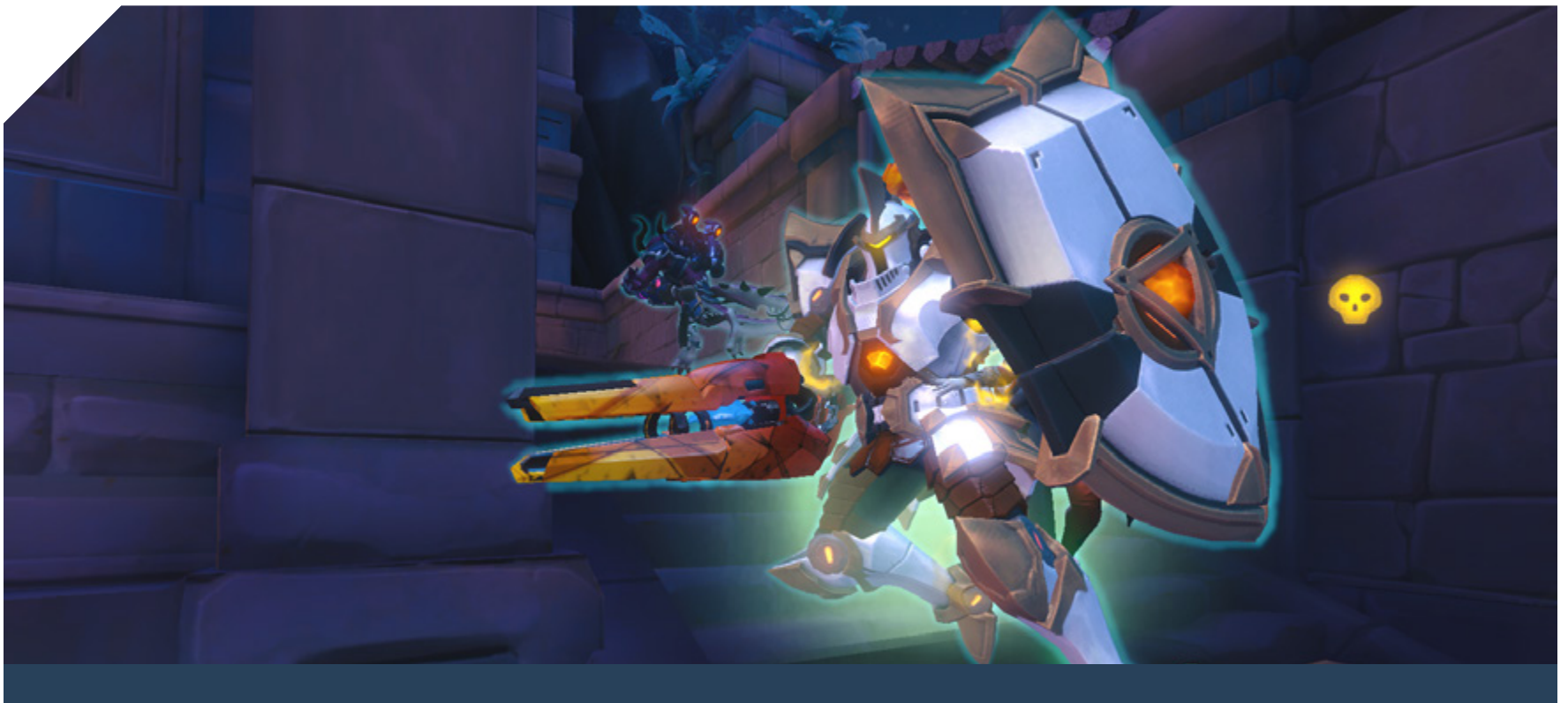
a change in both her voice as well as her attitude. But most importantly, she felt more power in her than she had ever felt before. She left Stonebriar and headed up North wandering the forests, messing with travelers who would be walking down the trails and across the glades. With no clear intention of where she wanted to go, Evie continued her journey up North until one day she found herself in Crosswind Hold.

Years passed but Evie was still not able to find out or explain what had happened to her on that day. Legend says it was the soul of the archmages' wife Xerses that was preserved in that book. She was an ice witch known to have the kind of personality that Evie now possesses and she was known to be of loud and uncontrollable nature. Years ago, when she was killed, the archmage had locked her soul in the book, knowing what kind of mayhem her immortal soul would be capable of. When Evie read the spell she let had let the soul free, which then bound itself to her, giving her the immense power Xerses possessed as well as unlocking the key to immortality.

By Chelaka Ilapperuma







RÁPIDO FERNANDO

AGAINST THE GRAIN

By Jacob Russell

For the uninitiated, Against the Grain is an article concept that comes from the SMITE Official Magazine where we try a very wonky idea that definitely isn't in the meta. Paladins is very unique in that champions can fit into many different molds, as there are multiple ways to customize them to your playstyle. We will start off with taking Paladins' signature front liner into a speed demon that wrecks his enemies with the power of fire. Fernando has always been a top pick in Paladins in his traditional role, and whether or not he still excels as a Flanker will be up for you to find out.

Traditional Fernando

Most of the time, Fernando “The Self-Appointed Knight” leads the charge by shielding his allies from the barrage of his enemies while racking up that sweet objective time. Maxing Towering Barrier will give your shield as much health as possible (+2,000), while your enemies will have to destroy your shield or rotate around to another side of the point to get a better angle to shoot around it. That is where Dire Need and Last Stand come in, as they will keep you

and your team healthy while your opponents waste precious time focusing on your shield while your team slowly crawls to victory at 100 objective points. Your allies may decide to move forward past your shield to pick up a kill, so Dire Need makes sure they get the protection they need to get back to the right position. Since you won't get any out of combat healing while being attacked by the other side, Last Stand will slowly give you enough health to survive during your shield's cooldown. It may seem obvious, but



TRADITIONAL FERNANDO



maxing out Evolve means that you get even more healing from Last Stand, as 50% is more healing if you have a larger health pool (+500). To make that 15 second cooldown on your shield (even though it feels a lot longer) shorter, pick up a few kills with your team. Fearless Leader will reduce the cooldown by 3 seconds for each elimination, meaning that your short stint of aggression will let you play defense even better.

The first item you would usually buy on Fernando during a match is either Haven or Blast Shields (depending on how much of each type of damage you're taking). In the utility category, both Master Riding and Chronos are good pickups. Master Riding lets you be the first person to get to the objective to set up your shield, while Chronos will not only let you have your shield up more often, but also let you use more of your damage abilities in order to get the most out of the





Fearless Leader card. As for healing, Rejuvenate is great if you have at least two healers on the point. If you aren't that lucky, Veteran allows you to quickly regenerate your large health pool out of combat so you can get back into the fight faster. Although damage isn't the goal with Fernando, you may get to the late game and realize that you aren't doing enough of it. One of the best cards to help that issue is Cauterize, as it lets you take out the squishy healers a lot easier (since they can't heal themselves as much). If the opposition

is stacking a lot of deployables on the objective (Barik, Grohk), get Bulldozer to mow them down so your team can push forward easier.

Rápido Fernando

Sometimes though, you want to live dangerously. Are you tired of just sitting on the objective the whole game and watching your friends get all the kills while making sure they aren't penalized for it? What do you do? You run into battle in the time it takes you to get to the table when your mom says it is time to eat. That is where this loadout comes in. Every champion in Paladins has a movement skill, but Running Start and Launch make it so Charge is much more than just your average dash. You will charge 50% farther than you would normally, meaning that when the enemy you're chasing has used their movement ability and thinks they have gotten away, they're gravely mistaken. Running Start will then give you 40% movement speed (365 to 511 movement speed), easily making you the fastest

RÁPIDO FERNANDO





in the Realm. By now, you are in the face of the opponent you wish to kill and you have your damage ability still left in your kit to use (besides your Flame Lance [LMB], obviously). Fireball is your last tool to further your swiftness, as Hot Pursuit will give you 40% movement speed if you manage to hit it. Incinerate shortens the cooldown of that ability from 9 seconds to 8 seconds, as you then only go about 2 seconds without having an additional 40% movement speed. That isn't all of the cooldown reduction in this loadout, as Fearless Leader will reduce the cooldown of all of your abilities after getting an elimination.

There are a few differences in the items you buy in-game with this loadout compared to the traditional one. You're in the same situation with defense items, with the addition of Resilience, which reduces the duration of crowd control by 30-90%. The enemy team may see that you're going too fast for them, so they may use their slows on you to make sure you don't have too much fun, and resilience allows you to mitigate that plan right off the bat. As for utility, you can still build Chronos for the always amazing CDR, but there's another option available to you. An item that gives you movement speed for a full movement build, how convenient! Pick up Nimble! You won't really be near any healers with this loadout, so Rejuvenate is a waste, making

Kill to Heal a great item to replace that. Even though this loadout isn't as tanky as the first one, Fernando still has high base health, so Veteran is still an efficient buy. Bulldozer is no longer an effective item to buy in the attack category, but Cauterize is still great for preventing enemies from getting healed. Unlike the first loadout, Deft Hands is a great pickup. This loadout relies on doing a majority of your damage with your Flame Lance, so always having it available will maximize your damage.

Everyone likes to spice things up sometimes, meaning that you're tired of doing what Hi-Rez wants you to do. With Fernando, Hi-Rez wants you to be your team's tank. No longer shall that be the case with this amazing full movement speed

Fernando build!

By Jacob Russell





Warning: Satire Inside

This piece is humorous in nature and should not be taken seriously.

HOW 2 B GUD @ FRONTLINES

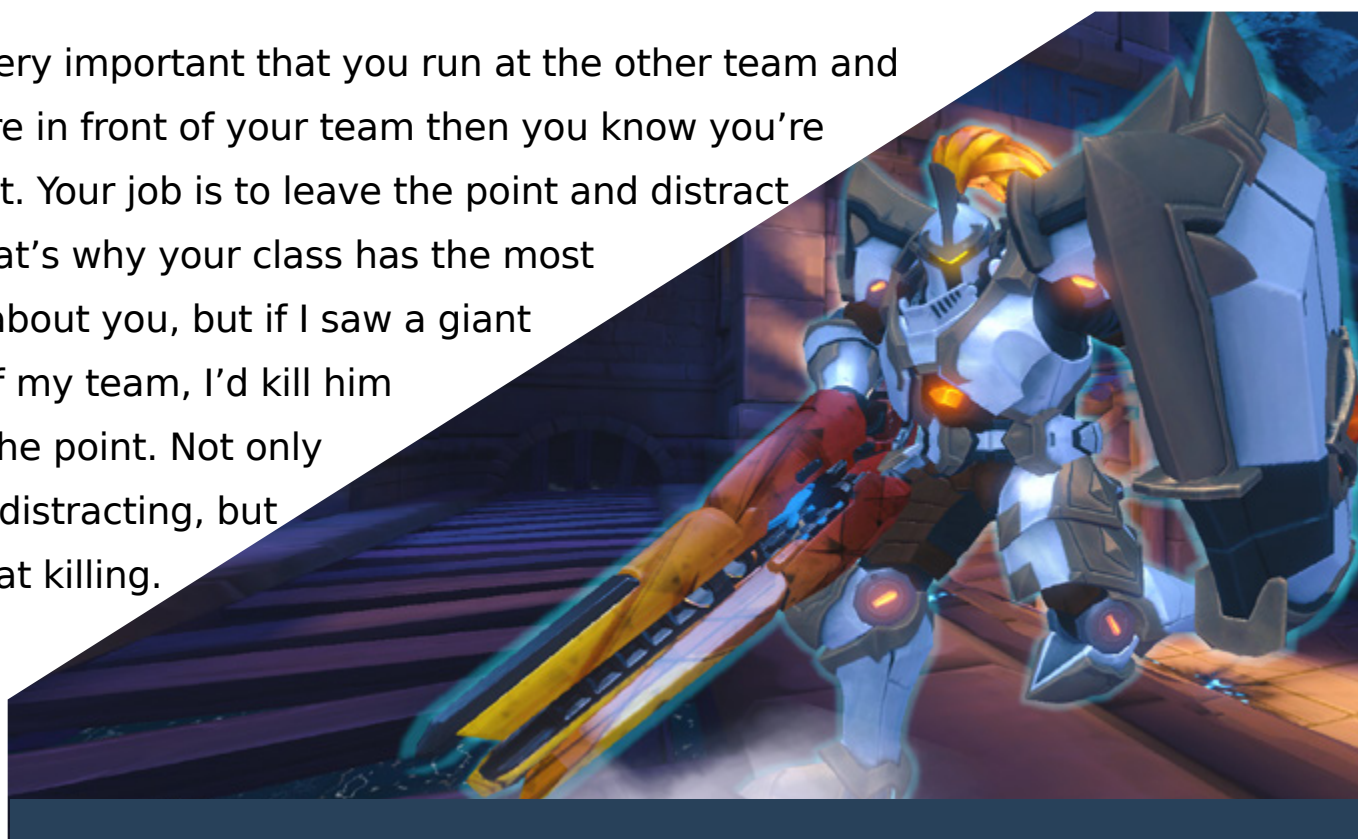
A QUICKY GUIDE FOR NOOBS

By Owen Waller

In Paladins, there are four different roles: Front line, Damage, Support, and Flank. Five people on each team need to pick their role and synergize with their team to escort the payload to victory. This is why knowing how to play your role is key in taking points, winning team fights, and stomping on the other team. In this segment of How to Play Roles, I'm going to teach you how to play as the backbone of your team. Strap in and prepare to be schooled on how to play Front lines.

As a tank-dude, it's very important that you run at the other team and destroy them. If you're in front of your team then you know you're doing everything right. Your job is to leave the point and distract the enemy team. (That's why your class has the most health) I don't know about you, but if I saw a giant turtle in the middle of my team, I'd kill him instead of attacking the point. Not only are tanks the best at distracting, but they're also the best at killing.

This makes them the perfect role to dive the enemy team as a single player.



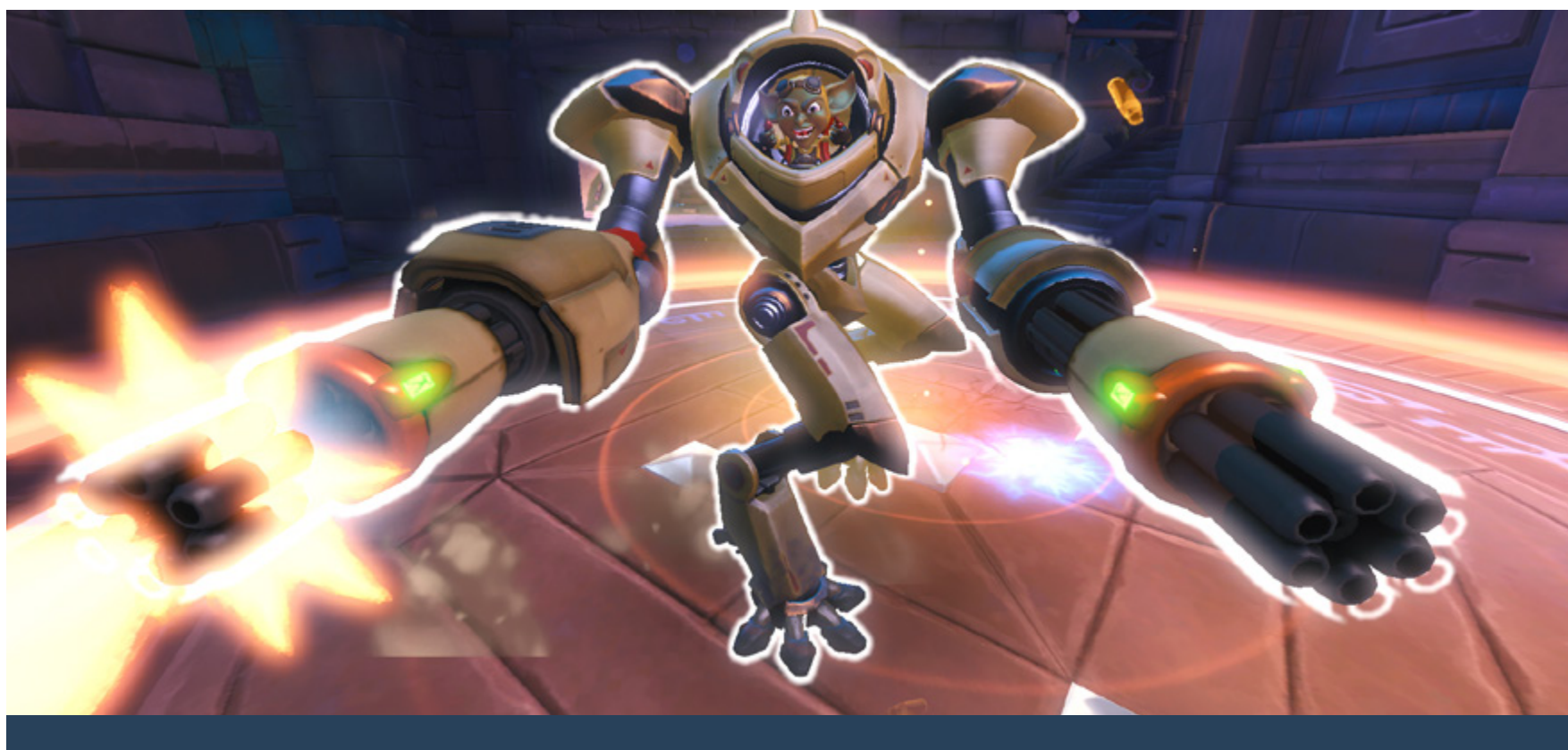


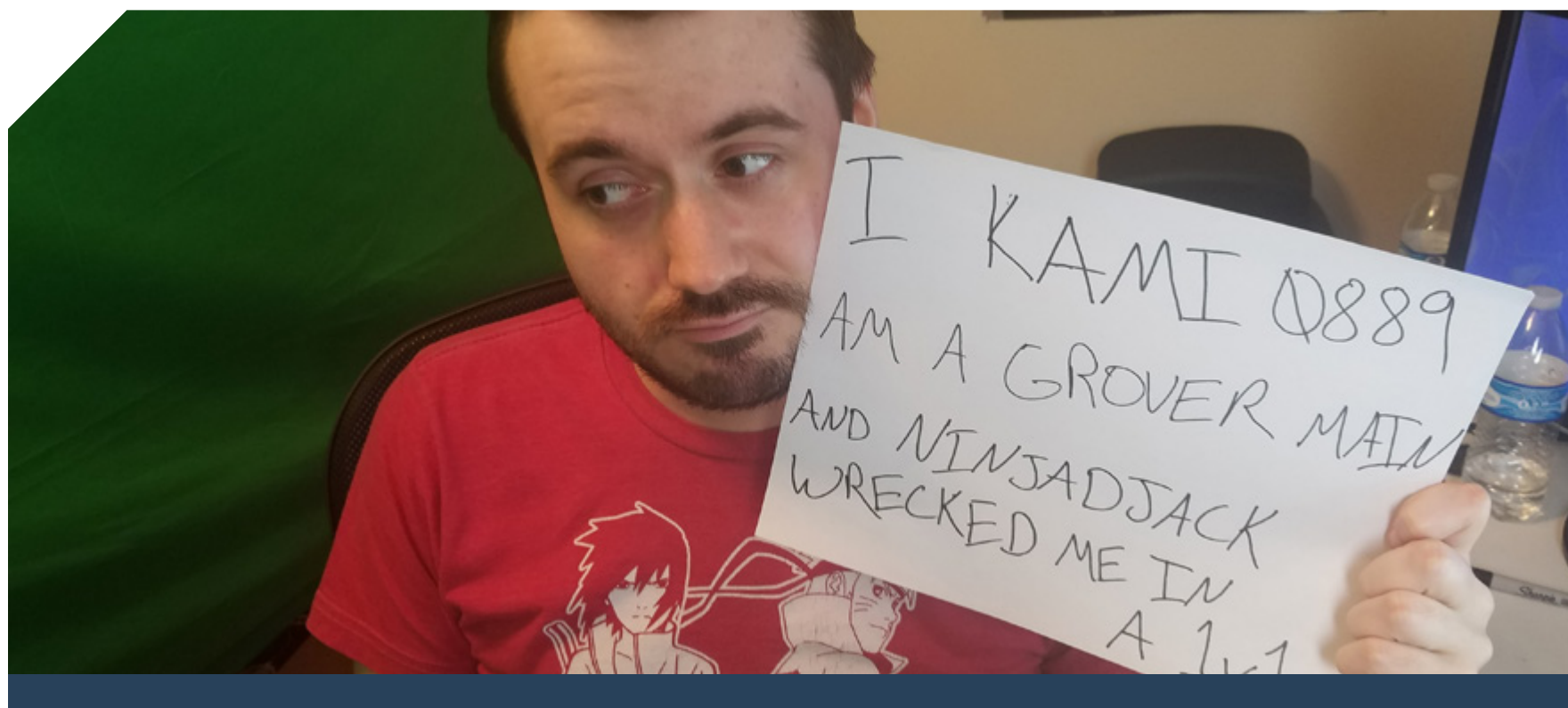
This leads me into my second tip: never stand down. You HAVE to keep running at the enemy team, how else will they know you're the alpha dog? Many pro players also use this strategy, and to nobody's surprise: they win. However, pro players don't win because they're pansies, they win because they keep running. Whatever you do, never give up. Be persistent until you carry your team to victory.



Speaking of persistence, don't let your team get you down! Whatever they say I'm sure they don't know as much as you. I mean, take me for example: I'm writing for this magazine! I sure know how to play this game, don't I? You are getting an expert's opinion on how to play tanks and you don't want some low level teammate telling you how to do your job while you're clearly better at the game than them. The key is spamming chat with profanity and then muting them, that's how to show them you're the boss. You're welcome in advance for teaching you how to be a big boy and tear the entire enemy team apart. They'll never see it coming. Just remember... Keep running.

By Owen Waller





CHATTING WITH KAMI Q889

STREAMER AND SUBSTITUTE FOR TEAM EAGER

By Chelaka Ilapperuma

If you're a regular visitor of the Paladinsgame stream, chances are you've seen Kami's face snuggled in the corner of the screen on more than one occasion. This streamer and pro player for Team Eager has been a staple on the channel for as long as I can remember and one of the most consistent and entertaining content creators within the Paladins community!

Wolfx: Hey Kami, why don't you tell us a bit about yourself and what you do to start off.

EGR Kami: I guess I'll begin when I was born, No I'm kidding. Nah, probably at around the age of 13 or 14 I started playing video game, starting off with games like StarCraft. I remember having NetZero free basic internet. There was a banner on the top of the screen which bled through my game, so if I was playing StarCraft and I tried to click at the top of my screen it would ALT Tab me out. I still have nightmares of that being a thing. Then I got introduced to Counter Strike 1.6 and couldn't stop playing First Person Shooters

from that point onwards. Fast forward, I really didn't do much apart from play with buddies and World of Warcraft until about a year ago when I started streaming. I started off with a small fighting game and I had a lot of fun streaming. I never really considered myself to be good at streaming but thought I'd at least try it out and people were like "Hey, I like you!" and I was like "Hey, I like you too! Let's keep it going.

Tried out the Overwatch free weekend beta, was sad when it went away and then a friend of mine, Mr Angel Knight, said "Hey you heard of Paladins?". My first reply was "You



talking about World of Warcraft?”, but he’s like “No, there’s a first person shooter bla bla bla you should try it out”. Been playing the game ever since, non-stop.

When the Overwatch free weekend came again I went back to go play it but it just didn’t hold up to Paladins for me. Shout out to Hi-Rez to making a game to keep me entertained for over a year!

How did your gaming alias ‘KAMI0889’ come to be?

Well the numbers specifically is something to do with my birthday, 08’s the month and the 89 is unsurprisingly the year. As for the KAMI part: I had a name Kamikaze spelt the juvenile way “KaMiKaZe” and once we started playing CS 1.6 a little bit and started to become sort of a professional looking team they were like “Can you not have that name, maybe you shorten it down a little bit?” and I said “Okay, I’ll shorten it down to kami” which turns out means “God” in Japanese. I also watched Dragon Ball Z and there’s a guy in that called Kami and overall I was like “Hey, if you want to call me a god I’ll take it right?”



How did you get into Competitive Paladins and eSports in general?

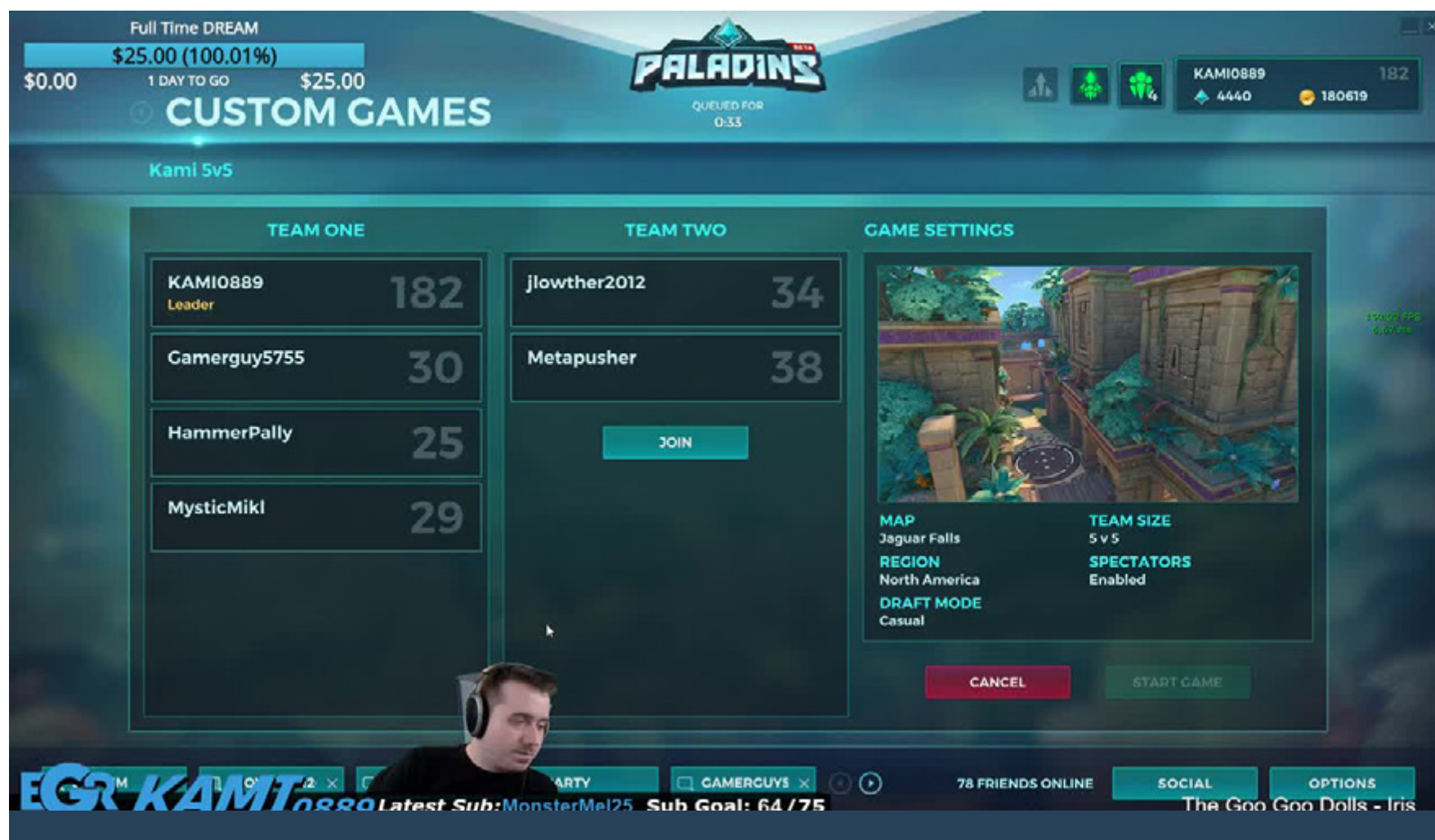
Well, competitively I have played CS 1.6 and CS:GO but never really to the point where I was noticed from it. After getting into Paladins and playing for about a year, I found out about the competitive scene. I was decent at the game, and getting better every day, but I never really wanted to “go pro” because I didn’t want it to cut into my stream. I saw some other streamers that would

stream their scrims muted, but I didn’t want to do that because I felt it would disrupt my stream too much. Eventually, I agreed to try it out and joined a team called “Identity Crisis”: they were awesome! We played a tournament and did pretty well considering we did not have much going on



from the beginning, like not having too much chemistry amongst others. I’ve been talking to Bitey from Team Eager right around this time. We were good buds, he liked my stream and my personality and he was mentioning about how some of his team might be splitting after the tournament.

He also mentioned he was making a new team. So I kept bugging him and bugging him, as playing with Identity Crisis awakened



my thirst for competitive play, and after he gave me a little try out he thought I would be a good fit. That's how I ended up in Team Eager.

Speaking about Team Eager, could you give us a background about the team, how they function, and what other games they focus on?

I think the biggest thing Team Eager is known for is definitely SMITE. The Eager team is going into worlds right now, beating out SoaR Gaming with heavy favors to win. Eager right now is also going to HRX (Hi-Rez Expo) for Paladins, which I guess you could call Worlds (short for World Championship - Ed.) because we'll be playing people from around the world. But the team definitely has favorable odds of winning in the SMITE Division. They also got some other games like Hearthstone, SMITE XBOX, Overwatch and hopefully Paladins on XBOX or PS4 wherever it comes

out first, all that fun stuff. The founder of Team Eager, the main dude ZAPMAN, is super awesome! I had a chat with him a few times and some of the other guys like ATR, and they're all really nice people who are always available. I have nothing bad to say about Team Eager. Obviously some of the benefits we get through them, the hardware or getting the sub button on Twitch, have been nothing but helpful for me.

When you're not playing Paladins, what other games do you play?

You know, this kind of goes back to the whole streamer aspect. Something I've learned through streaming and wanting to grow my stream community is that when you start off you kind of get your niche and you stick with it. Right now I might be able to stream Paladins and get a big amount of views but when I try to go and play another game I drop off. but I have been trying to branch out



lately. Sometimes I go over and play CS:GO OR Rivals of Aether, which I play occasionally because that is where I got my start off in the very beginning. Lately I've been trying to branch to a lot of fun games where chat can get involved and screw with me! For example, there's a game called "Streamline" where they can make the floor lava just to mess with me. I've also been playing another game called "Streets of Rouge" where they can choose my reward, and it's the same thing with "Killing Room" which is like "The Binding of Isaac" but with first person shooter aspects where one time my chat gave me an eye patch and half my screen was blocked! It was hilarious and tons of fun.

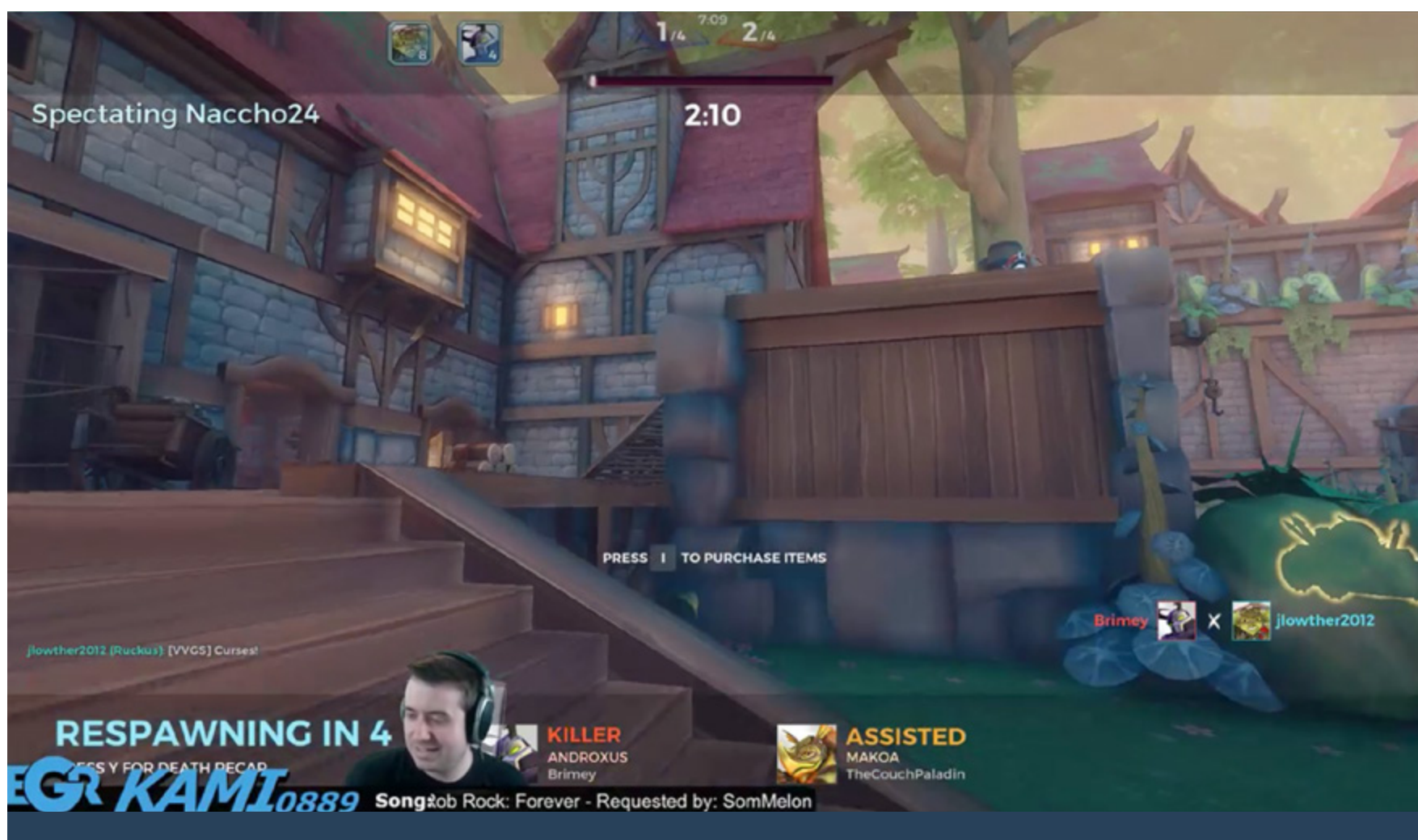
What kind of other activities do you do when you are away from the keyboard?

I have my fiancée, Brandi, and she's super awesome and I definitely hang out with her a lot of the time. I spend waaaaay too much time on the internet, just staring at Discord or Twitter waiting for someone to message me so that I could answer them or ask them a question. Outside of that I go to my friends place and "bro-ing out". I also used to play disc golf, but ended up throwing way too many discs into the water, so my friend got mad at me because I was borrowing his discs. That ended very quickly. A lot of times I find myself watching other streamers or watching YouTube videos. I've always loved Super Smash Bros and constantly watch it when I'm off steam.

Talking about Paladins, who is your favorite champions and why?

Ahhhhh, I always get asked "who do you main?" and my default response is: "everybody" because I'm tired of narrowing it down. But if I would have to pick one, I'd say Androxus. When I really want to go hard and win I'd definitely pick him. His mobility is just super fun, being able to dash around with some of his cards





like “Power of the Abyss” makes you feel so slippery it’s almost like you’re covered in Vaseline. And the ability to deal massive damage when you can aim right is super satisfying. He’s definitely my favorite champion.

What is one hero and ability you dislike in the game?

I was going to say Cassie because I feel like she’s been needing a nerf for a while, but I take that back. There’s one hero that’s just the most annoying freaking hero in the game (and I hate her!): Evie! She’s super fun to play but god she’s annoying to deal with. I’m not saying she’s overpowered, just tricky to face off against. The ability I feel like that’s overpowered or a nuisance to play around.... Eeehm, I almost want to say Ice Block but that’s Evie again and everyone’s going to call me an Evie hater!

There’s obviously several factors that come into play when getting better at Paladins. Where would someone wanting to improve start in order to get better at the game?

You could always check out my YouTube “Kami0889”. I have a little Kami Academy where I try to go over various aspects of the game. Not specific champion guides but videos about knowing when to get on the point, how to zone, how to find your sensitivity, how to get better at aiming, general stuff like that. There are also people like “DefNotHanzo”, who created a video on the different types of aiming (twitch aiming, strafe aiming and things like that). I think that if you’re starting off in Paladins and want to know how you can get better it’s important to figure out what champions you want to play and watch good streamers, YouTube videos and guides. Something I’ve learned from many other games is to watch good people play and mimic what they do. After a while it should start coming to



you naturally.

You've been a part of the Paladins community and been around since the game's inception.

How do you feel about the community and its growth over the last year?

I love the community in general. There has obviously been a big spike since the Steam release and I was looking forward that, but I knew this release would be coming with its pros and cons. I see a lot of people asking questions like "Man, has this community always been this toxic?" First off, nah I don't they're that toxic in the first place, especially compared to higher profile games. Secondly, when you invite more people into the equation you increase the probability of some people being more toxic. It sucked when the community was so small, but there was a chance for everyone to be super nice. Then there was this big platform called Steam allowing anyone to go "Oh, Free to play" and they're playing. They lose, they rage and scream "Why is everyone a dick!?" Not everyone's a dick!

However, I love the community. I have never met anyone online that I didn't like and everyone is super helpful in the eSports community, where it's very competitive. Usually people try to be mean in these environments, but not in Paladins. I think the community is awesome and the path that it's

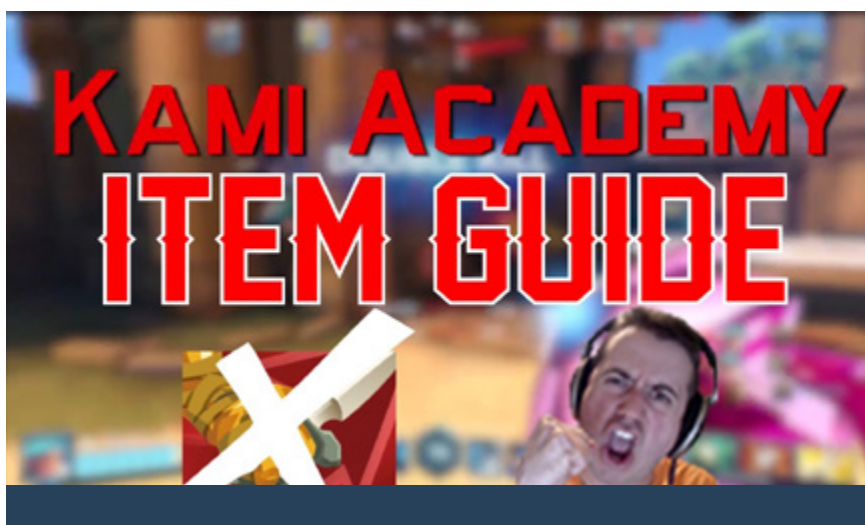


it's awesome.

going down right now is a good one. Of course, like the game, it'll need some tweaks and balancing, but what game and community don't need that? I think

Speaking of balance, what's your opinion on the state of balance of the game and the current meta?

Throughout the patches there have been broken champions, meaning they were far too strong and must picks in any match. I think that the game right now is near the top of the best it's been on champion balance in general. I guess you could say the meta right now is not just pick the best champion out there, but more about how many tanks and supports you need and I think that people have adapted to that recently. The balance as a whole is at a decent place but needs just a few tweaks. Cassie is one of the champions I feel needs a bit of a nerf. I don't know if it's her cards or her damage with zero drop off (decreased damage on longer ranges - Ed.), but something needs to be toned down a little. Hi-Rez does a pretty good job at listening to the community, but what portion of the community they listen to isn't always to my liking. The Skye nerf is a good example of this (Including drop off damage to the ultimate - Ed.). It's always important to please the majority of the community and it's hard to balance a game to a point where both casuals and high end competitive players feel



like it's balanced. I understand the struggle Hi-Rez goes through and I appreciate all the work they've been putting into it. I can't wait to see where the game is going to be at once we hit HRX in January."

Where do you see the future of Paladins as an eSport? Do you think it will be on the same table as other massive eSports?

You know, it's kind of like the question "How do you feel SMITE is in comparison to League of Legends?" League and DotA2 are massive, but then again SMITE is big, SMITE is a force to be reckoned with and I think it would be awesome if they could get Paladins at the same level as SMITE! Right now a lot of people think "This game will never compete with Overwatch" to which I say "Yeah, you know it's Blizzard. They've got lots of money, marketing and all that fun stuff". Paladins probably won't get bigger than Overwatch, but the diversity of the cards, the items and the ability to not have the same champion picked more than once is something that a lot of people coming from Overwatch as a spectator will see as a nice change of pace. I think that's something that will set us apart."

A question I think everyone wants to

know: What is the deal with aggression and why is nothing being changed about it despite the constant complains from the community?

It's crazy! A lot of people have been complaining about seeing it nonstop and I don't see it that much! But then again I have a decent ELO so I made a new account and started playing. Literally 80% of the people bought aggression, it's nuts! I think from a new player standpoint they see more damage and think "Screw it, let's get that". They have no idea how important it is to bust those shields or how important it is to stop Ying from healing, because she's going to heal the crap out of your aggression, she doesn't care. They wanted to make an item that could counter Heaven or Blast Shields, which kind of makes sense but it's just so hard to do that. I wish they would remove it or make it not just flat damage. Maybe they could do something like penetrate shields or something weird like that.

For someone who considers themselves good at Paladins and wants to get into the competitive scene, where would they start and how would they do it?

Depends on what sort of route you want to take. If you want to try out the competitive scene, the best way to do it is to join a Discord server or two. Paladins World has some servers you could look into, so just go to paladinsworld.com and there's a Discord link on there. I also have all of the Top Teams in NA added on my server list, so it's important to lookout for top teams or any teams that are forming. You could also look



on forums, Reddit or the Paladins forums for tons of ways to find people looking to form a team or additional team members. If you want to make a team yourself you could post on those forums saying you want to form a team. It's just that you have to be a go-getter saying "Hey look, I want to form a team". You just need to find the four other people that all want to play together and after that we usually use Discord to find scrims and look



Kamio889 Server



/kamio889



@eGr_kamio889



/kamio889

for people to play against by messaging them asking if they want to play.

Rapid fire questions!

Number 1 Paladins waifu – I'm going to go with Ying

Describe yourself in 3 words – Insane, Ridiculous, and Goofy

Cat person or dog person – Cat Person!

Favorite Paladins Map – Jaguar Falls!

Favorite movie - Scott Pilgrim vs. the World!

Random fact about you – when I was a kid I was a model and I won an Award!

Most embarrassing moment – Everyday

Favorite outdoor activity – Basketball

Favorite Music artist or band – Three

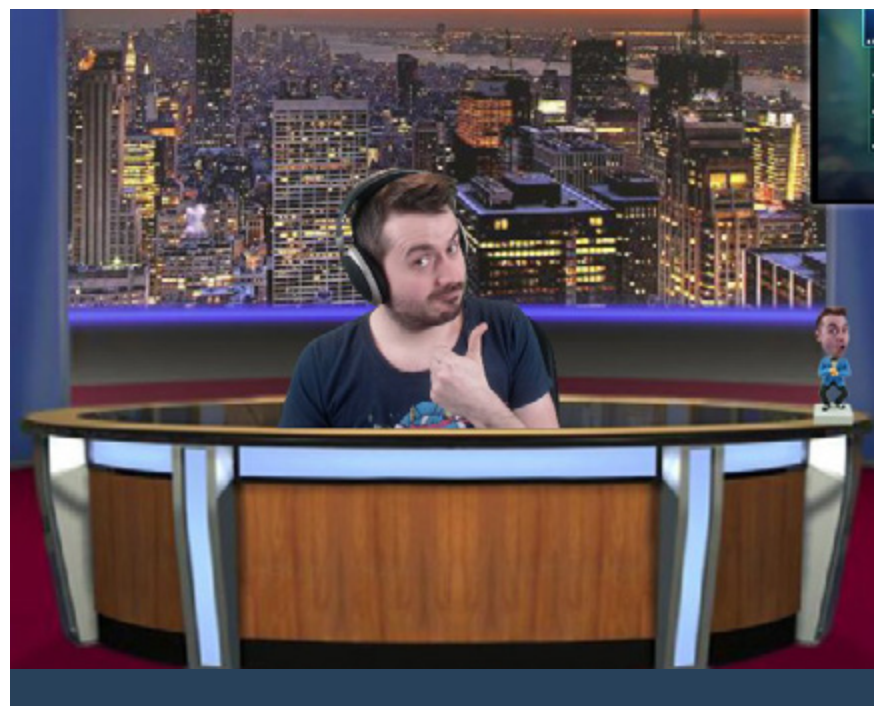
Ideal weekend – Chilling, Streaming and Paladins baby!

Where do you see yourself in 10 years – I'd like to say streaming full-time confidently and playing random games including Paladins

That will be all the questions for today. Any messages you have for your fans and followers?

I never expected to be anything when I started streaming but because of you guys, because of everyone that watches me and gives me support saying "thanks for the videos and thanks for everything", you make it so that I want to sit on here 24/7 to stream and make content for you guys. Thank you, thank you for everything to everyone. Also, if we could sneak in a little side thing that we do. The "SunkenCitySalt" is moved to Monday 10PM EST where we go over Patches if there's a new patch, talk about eSports and IHOLDSHIFT talks about power rankings. He's an awesome dude. Recently we did a user submission champion contest where people sent in art and abilities for a champion they made up and we reviewed and rated them and let the viewers vote on the top 5. There's definitely going to be more stuff like that so if you want to check out SunkenCitySalt its on twitch.tv/IHOLDSHIFT. Hope to see you guys there! It's lots of fun.

By Chelaka Ilapperuma





WANT TO CONTRIBUTE? YOU CAN!

The Paladins Community Magazine is always looking for new staff! It doesn't matter if you draw, write or screen shot like a boss, we welcome all!

Previous experience is not required. All we ask is to have a passion for the game and the desire to deliver the best content you can.

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